CLASS CRAFT

Powers Manual

MAGES

Artemis Charger

CLASS CRAFT

Mana Transfer

All team members, except mages, gain 7 AP.

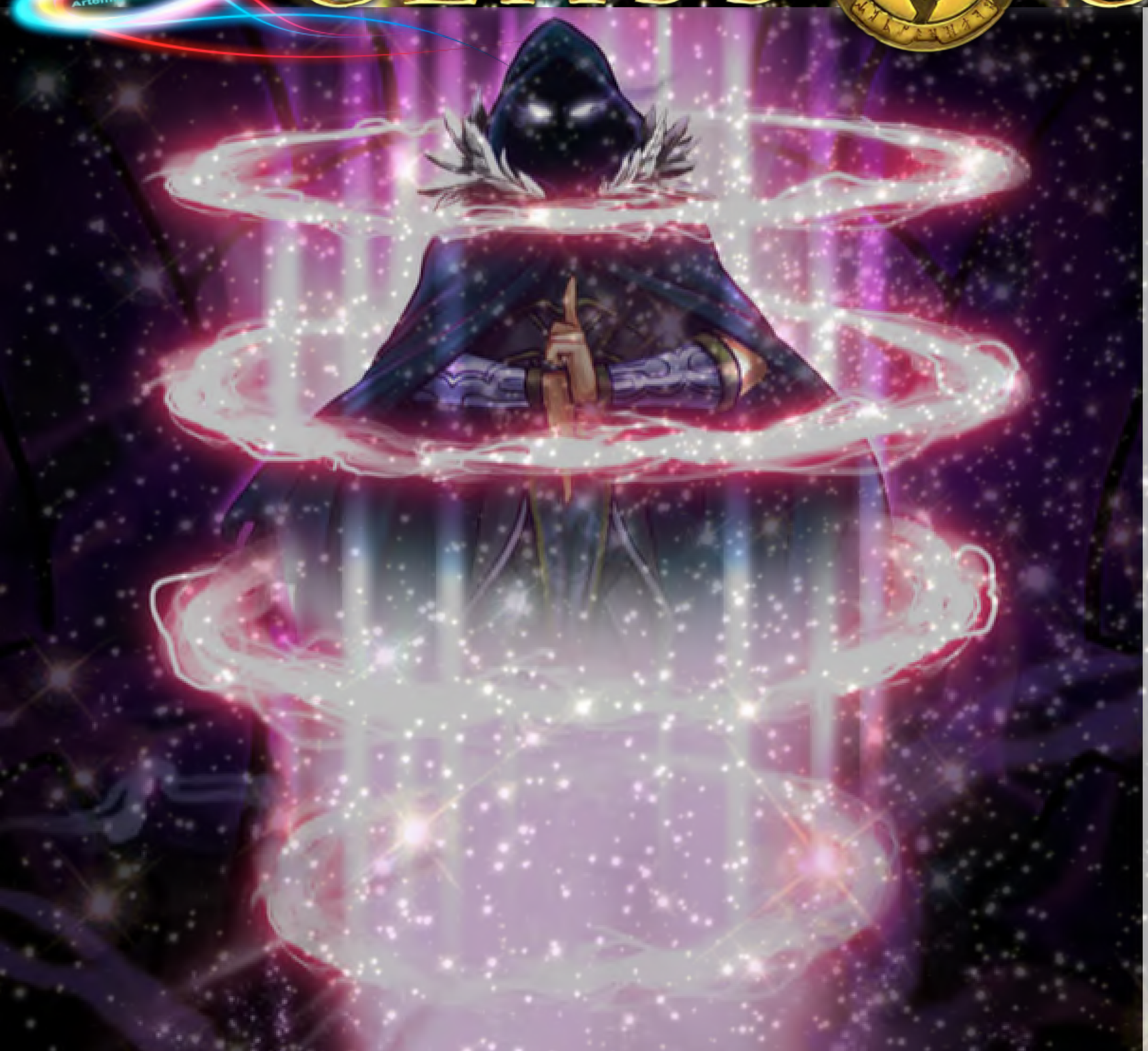
-35 +175

USE POWER ON

Crew

Artemis Charger

CLASS CRAFT



Teleport

The mage can teleport the Artemis Charger to any location in the current sector

-50

CLASS CRAFT

Invisibility

The mage can increase the Artemis Charger's Stealth capacity to 100%

-30

CLASS CRAFT

Mana Shield

The mage can transfer damage to his/her AP, at the cost of 3 AP per HP prevented.

This power is only available when a player takes damage.

CLASS CRAFT

Cheat Death

A fallen teammate (other than the mage) can reroll the cursed die but must accept the new outcome.

This power is only available when a player takes damage.

CLASS CRAFT

Time Warp

The mage can use this power to instantly portal the Artemis Charger to any location in the galaxy

-50

CLASS CRAFT

Fountain of Mana

A teammate, who isn't a mage, replenishes all of his/her AP.

-40 +200

USE POWER ON

Alexander Alexander

80 30

Alejandro Baradat

50 35

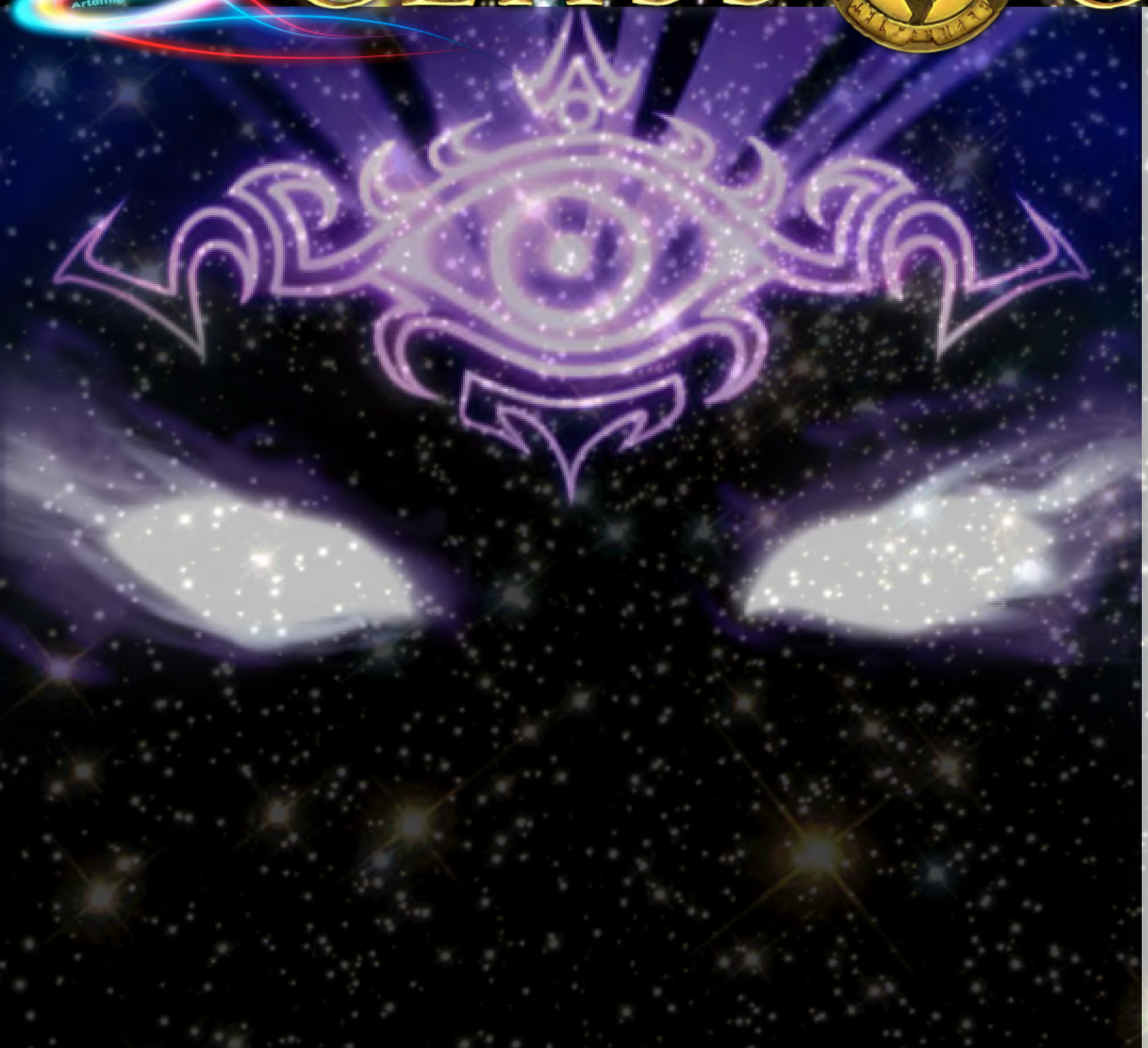
Camilo Camilo

50 35

Gabriel Gabriel

CLASS CRAFT

Artemis Charger



Clairvoyance

The mage can use this power to "see" how many enemy ships are approaching in an attack and disable their stealth systems (flight director will announce to the crew how many ships are attacking the Artemis Charger

-20

Artemis Charger

CLASS CRAFT

Mage Circle

All crew members are protected from any damage for the next 10 minutes

-50 +250

HEALERS

CLASS CRAFT
Artemis Charge
Heal 1
A teammate gains 10 HP.
-15
+75
USE POWER ON
Alexander Alexander
80
30
Valentina Angulo
30
50
Alejandro Baradat
50
35
Camila Camila
30
50

CLASS CRAFT

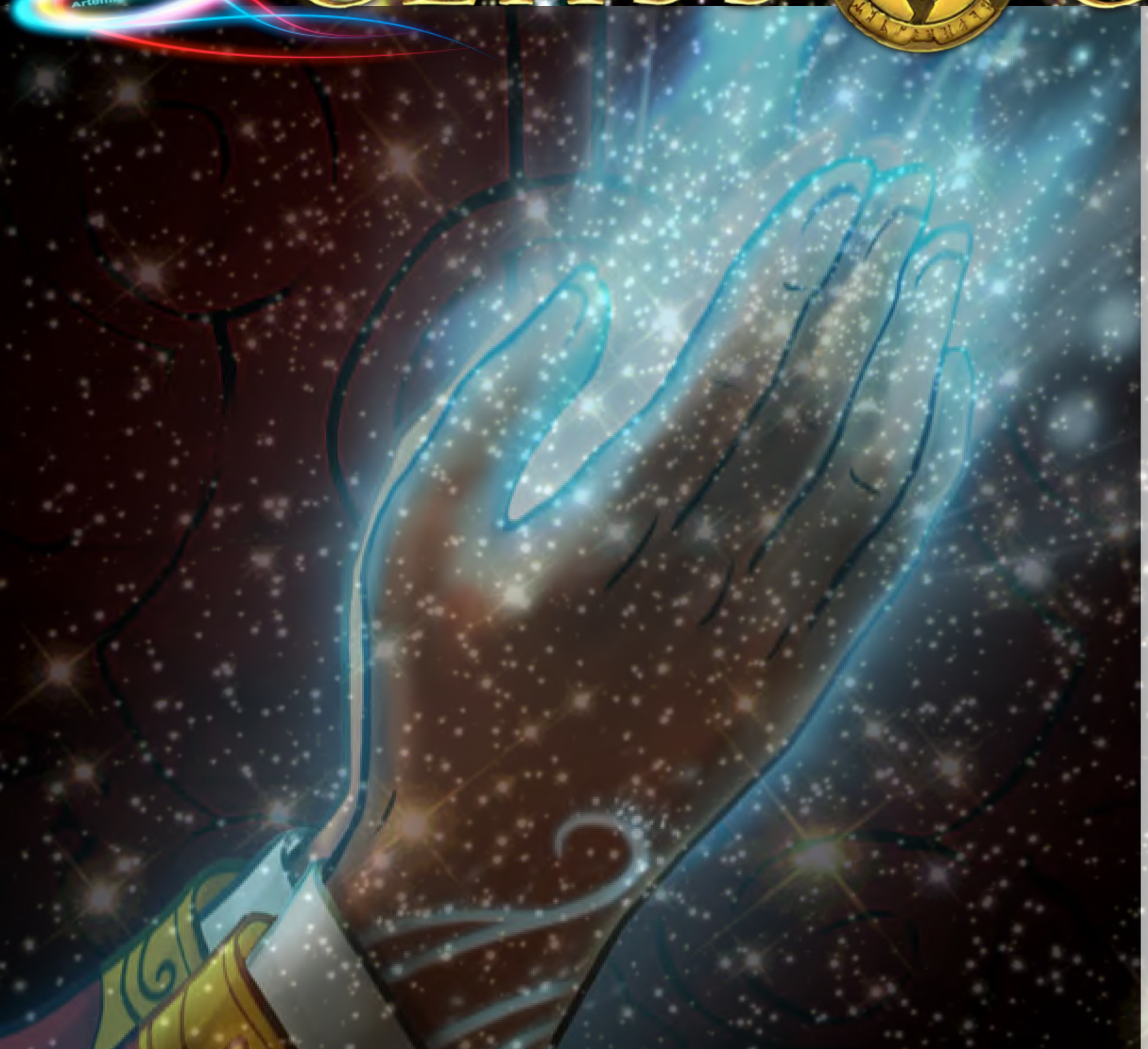
Artemis Charge

Sainthood

Healer can restore the Chimera health level 50%

-20

CLASS CRAFT



Ardent Faith

Healer can reduce one ship's systems heat level by 50% (Engines, Versabeam, Sheilds, Sensors, Stealth, Reactor, Weapons)

-10

CLASS CRAFT

Heal 2

A teammate gains 20 HP.

-20 +100

USE POWER ON

Alexander Alexander

80 30

Valentina Angulo

30 50

Alejandro Baradat

50 35

Camila Camila

30 50

CLASS CRAFT

Favor of the Gods

The healer can restore the Artemis Charger's Shields to full capacity

-20

CLASS CRAFT

Revive

When a teammate (not including the healer) falls to 0 HP, he/she avoids all penalties and comes back to life with 1 HP.

This power is only available when a player takes damage.

CLASS CRAFT

Heal 3

A teammate gains 30 HP.

-20 +100

USE POWER ON

Alexander Alexander

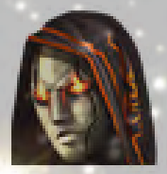
80 30

Valentina Angulo

30 50

Alejandro Baradat

50 35



Camila Camila

30 50

CLASS CRAFT

Healing Circle

All team members, other than the healer, gain 15 HP.

-30 +150

USE POWER ON

Crew

CLASS CRAFT

Prayer

Healer can revive one crew members health levels to 100%, even those that are dead!

-35

+175

WARRIORS

CLASS CRAFT

Artemis Charger

Protect I

The warrior can take up to 10 damage instead of his/her teammate, receiving only 80% of the initial damage.

This power is only available when a player takes damage.

Artemis Charger

CLASS CRAFT

First Aid

The warrior gains 1 HP/level, for a minimum of 5 HP.

+222 -10

CLASS CRAFT

Artemis Charger

Hunting

The warrior can replenish one weapons system to 50% capacity (homing torpedoes 5/10, proximity mines 5/10, flash blasters 10/20, seeker missiles 7/15)

-15

+75

Artemis Charger

CLASS CRAFT

Protect 2

The warrior can take up to 20 damage instead of his/her teammate, receiving only 65% of the initial damage.

This power is only available when a player takes damage.

Artemis Charger

CLASS CRAFT

Ambush

The warrior can render 1 enemy ships engines immobilised

-20

Artemis Charger

CLASS CRAFT

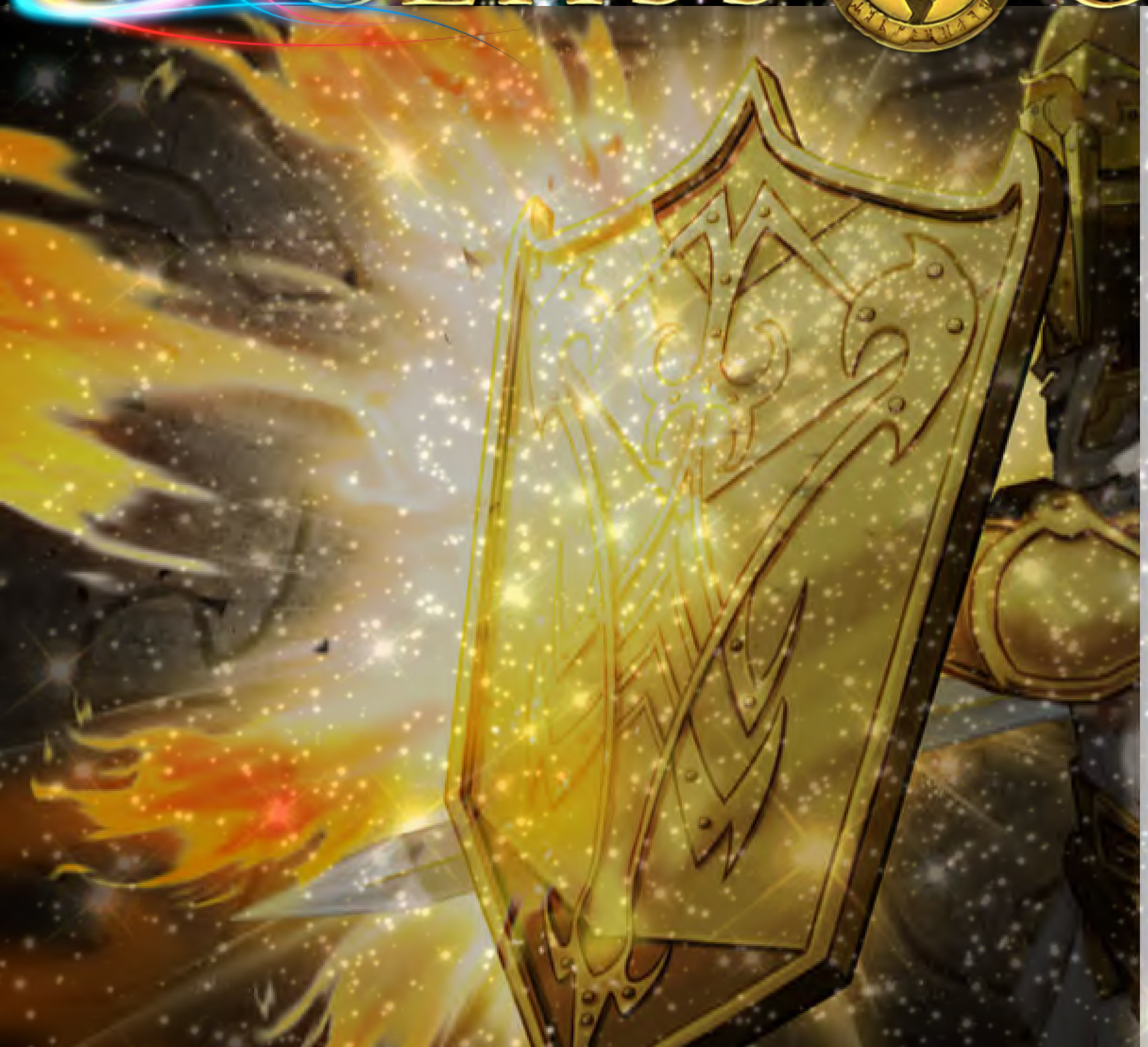
Counter Attack

The warrior can lower 1 enemy ship's shields to zero

-15

Artemis Charger

CLASS CRAFT



Protect 3

The warrior can take up to 30 damage instead of his/her teammate, receiving only 50% of the initial damage.

This power is only available when a player takes damage.

Artemis Charger

CLASS CRAFT

Frontal Assault

The warrior can replenish one weapons system to 100% capacity (homing torpedoes 5/10, proximity mines 5/10, flash blasters 10/20, seeker missiles 7/15)

-30

+150

Artemis Charger

CLASS CRAFT

Secret Weapon

The warrior can instantly disable 1 enemy ship

-30